

CA BULLFROG TECHNICAL



CR 4+ FS 28 CS 21
SV 6+ CAP 5/0

MISSILES: 60/4 -1 TO HIT IF MOVED

MISSILE VARIANT HAS 0 CAPACITY.
AMPHIBIOUS.

CA CAVALRY



CMD +0 ATK +0 SV 6+

RIFLE: 24/1 RE-ROLL 1'S IF <12CM
ROCKETS: 40/2 (V)
ADVANCE = 12CM, -1 FIRING
ASSAULT = 15CM, 4+ CMD, +1 HTH
RUN = 18CM
WHEN SHOT, 1-3 = PED, 4-6 RIDER.

CA INFANTRY



CMD +0 ATK +0 SV 6+

RIFLE: 24/1 RE-ROLL 1'S IF <12CM
ROCKETS: 40/2 (V)
SNIPER: 40/3 MAX 1 KILL PER SHOT
MOLOTOV: 8/2 IGNORES COVER

AMBUSH ABILITY AS PER BOOK.

CA HOVERTANK - VALI



CR 4+ FS 25 CS 20
SV 4+ CAP 0

SMART MISSILES: 80/5 (V)
IN GUIDED MODE, +1 TO HIT BUT
TARGET GETS +1 TO SAVE.

CA HOVERTANK - LOKI



CR 4+ FS 25 CS 20
SV 4+ CAP 0

TWIN AUTOCANNON: 60/4 (V)
IGNORES LIGHT COVER PENALTIES.

CA HOVERTANK - THOR



CR 4+ FS 20 CS 15
SV 4+ CAP 0

AUTOCANNON: 75/6 (V)
IGNORES COVER PENALTIES.

SMOKE: 16/ 40 X 20 AREA NO LOS.

RDF COBRA



CR 4+ FS 20 CS 15
SV 5+ CAP 5

SMART MISSILES: 100/5 (V)
IN GUIDED MODE, +1 TO HIT BUT
TARGET GETS +1 TO SAVE.
MAY NOT MOVE AND FIRE.

RDF ASP



CR 4+ FS 30 CS 20
SV 6+ CAP 5

KINETIC CANNON: 50/3 (V)
BAILING OUT SAVES ARE AT +1.
PASSENGERS MAY FIRE OUT.

RDF ADDER



CR 4+ FS 25 CS 20
SV 5+ CAP 5

RDF RATTLESNAKE



CR 4+ FS 25 CS 20
SV 5+ CAP 5

+1 TO INITIATIVE, OR RE-ROLL A
FAILED COMMAND ROLL, OR +1 TO
COMMAND ROLL FOR DRONES.
CHOOSE BEFORE ROLLING.

RDF KING COBRA



CR 4+ FS 20 CS 15
SV 4+ CAP 0

SMART MISSILES: 100/5 (V)
IN GUIDED MODE, +1 TO HIT BUT
TARGET GETS +1 TO SAVE.

RDF PATHFINDER ARCHER



CR 4+ FS 20 CS 15
SV 5+ CAP 10

SMART MISSILES: 100/5 (V)
IN GUIDED MODE, +1 TO HIT BUT
TARGET GETS +1 SAVE.
SMOKE: 16/ 40 X 20 AREA NO LOS.

RDF PATHFINDER RANGER



CR 4+ FS 20 CS 15
SV 5+ CAP 10

GRENADE GUN: 40/4 (V: 5+ SAVE)

SMOKE: 16/ 40 X 20 AREA NO LOS.

RDF MS1 COMMAND MODULE



CR NA FS NA CS NA
SV 5+ (360°) CAP 5

+1 TO INITIATIVE, OR RE-ROLL A FAILED COMMAND ROLL, OR +1 TO COMMAND ROLL FOR DRONES. CHOOSE BEFORE ROLLING.

RDF PATHFINDER PALADIN



CR 4+ FS 20 CS 15
SV 4+ (360°) CAP 5

AUTOCANNON: 75/6 (V) IGNORES COVER PENALTIES.

SMOKE: 16/ 40 X 20 AREA NO LOS.

RDF HK DRONES



CR 3+ FS 30 CS 20
SV 5+ CAP 0

K-RIFLE: 30/2 RE-ROLL 1'S <15CM FS AND NOT FIRE
CS AND FIRE, -1 TO HIT
AIM FIRE +1 TO HIT, NO MOVE
EVADE AT CS, -1 TO BE HIT, NO FIRE

RDF INFANTRY



CMD +0 ATK +0 SV 5+

RIFLE: 24/1 RE-ROLL 1'S IF <12CM
ROCKETS: 40/3 (V)
MINIGUN: 32/5 CAN'T AIM FIRE
FLAMER: 12/3 IGNORES COVER
FRAG: 8/3
SMOKE: 8/ 40 X 20 BLOCKS LOS

RDF HARD SUITS



CMD +0 ATK +0 SV 3+

LMG: 32/3
ROCKETS: 40/3 (V)
+2 HTH ROLLS, +1 ASSAULT ORDER.
MAY FIRE BOTH WEAPONS, ONLY 1 MAY BE AIM FIRED.